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27 TITULO DE LA INVENCION
MAQUINA RECREATIVA MEJORADA

28 SOLICITANTE (S)
SEGA, S.A.

DOMICILIO DEL SOLICITANTE
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"MAQUINA RECREATIVA MEJORADA"

Fig. Hoja única

(54)

6915

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MEJORAS EN UNA MAQUINA RECREATIVA.

Consistentes en: incorporar en su pantalla una pluralidad de indicadores (5) portadores de grafismos que reflejan escalonadamente los diferentes valores de los premios obtenibles; establecer en la circuiteria de control de la máquina un circuito auxiliar que, a través de los pulsadores de accionamiento (7,8), y ante el registro por parte del circuito de una situación de premio, posibilita la variación hacia más o hacia menos, en orden a aumentar el valor del premio; e incluir un indicador (6) auxiliar y un segundo indicador (9) auxiliar indicativo del resultado determinado por el circuito auxiliar, tras el accionamiento de los pulsadores (7,8).

(57)

ANCHOR 16100

MEMORIA DESCRIPTIVA

La presente invención se refiere, según se expresa en esta memoria descriptiva, a una máquina recreativa que ha sido sensiblemente mejorada en orden a potenciar sus características funcionales.

La máquina que la invención propone es del tipo de las que incorporan un juego de tambores, o tambores simulados, portadores de símbolos capaces de establecer diferentes combinaciones, susceptibles de premio.

En estas máquinas, como es sabido, al introducir una moneda se ponen en funcionamiento los "tambores" y su parada determina una combinación, prestablecida en el programa de gobierno de la máquina, existiendo respectivos pulsadores para la parada de los tambores, aunque realmente tales pulsadores no inciden en la combinación final.

Las mejoras que la invención propone están orientadas hacia una "prolongación" en el juego con una mayor participación por parte del jugador.

En este sentido, la máquina incorpora en su pantalla, además de los indicadores convencionales correspondientes a las posibles combinaciones con premio, otra serie de indicadores correspondientes a los diferentes valores relativos a los diferentes premios, de manera que cuando se consigue una combinación premiada, se ilumina el indicador correspondiente al valor obtenido. Un indicador complementario, preferentemente provisto de los signos + y -, o cualquier otro tipo de alusión a la jugada complementaria que se describirá seguidamente, se iluminará también informando al jugador de que,

a partir del premio obtenido, puede intentar aumentarlo, con el riesgo de que este disminuya, mediante el accionamiento de un pulsador auxiliar.

5 Obviamente esta posibilidad solo será ofrecida por la máquina cuando el premio obtenido no sea límite, es decir cuando no se trate del premio máximo o del premio mínimo.

10 El accionamiento de tal pulsador trae consigo la puesta en funcionamiento de un circuito auxiliar, existente en el programa de la máquina, de manera que el premio inicialmente obtenido puede pasar al valor inmediatamente superior o al valor inmediatamente inferior, reflejándose este resultado en el correspondiente indicador y suministrando la máquina el premio resultante.

15 Un segundo pulsador permite llevar a cabo esta jugada auxiliar con dos escalones, de manera que el premio inicialmente obtenido puede ser transformado en uno que en la escala de valores ocupe dos posiciones por arriba, con el riesgo de que el premio obtenido ocupe paralelamente dos posiciones por debajo en tal escala.

20 Existe también un circuito temporizador, de manera que la situación de jugada complementaria se mantiene durante un período preestablecido, transcurrido el cual se elimina tal posibilidad y la máquina suministra el premio obtenido originalmente.

25 La máquina ofrece además la posibilidad de una segunda jugada auxiliar, para la que dicha máquina incorpora en sus "tambores" además de los motivos o grafismos con que se consigue la combinación, respectivos números cuyos sumatorios se transforman en el número de "avances" a suministrar a una alineación de letras que

configuran un vocablo, como por ejemplo la palabra "MYSTERY", o cualquiera otro. Cuando por el número de avances obtenidos se consigue completar el vocablo citado, se ilumina un tambor auxiliar, preferentemente dispuesto en correspondencia con el juego de tambores a través de los que se obtienen las diferentes combinaciones, tambor auxiliar en el que aparecerá un número indicativo del número de avances unitarios que pueden efectuarse a su vez sobre los citados tambores principales, a través de correspondientes pulsadores, al efecto de variar la combinación primitivamente obtenida y de tratar de alcanzar otra así-tida por un premio directo.

Este tambor auxiliar, además de ofrecer la posibilidad de avances directos sobre los tambores principales, cuyo valor se refleja en el propio tambor, ofrece también grafismos correspondientes a avances de números no reflejados en el mismo, pero que aparecen en un señalizador complementario establecido en la pantalla de la máquina, y cuyo número estará preferentemente comprendido entre uno y diez.

Dicho tambor complementario incorpora también un premio "misterioso" no reflejado en el mismo de forma directa, y que, de acuerdo con la programación de la máquina, puede transformarse en cualquiera de los premios establecidos en la misma, desde el premio mínimo al premio máximo, los cuales se suministrarán de forma directa.

También existe la posibilidad de que la parada de este tambor auxiliar determina la puesta en funcionamiento de los tambores principales, hasta una situación de parada en la que estos ofrecen cual

quier combinación determinante de premio, también entre los valores mínimo y máximo, pero con la particularidad de que en este caso tales premios, además de poder ser obtenidos de forma directa, permiten establecer la primera jugada auxiliar, al más-
5 menos.

Finalmente, en el tambor auxiliar existe otra situación determinante del premio máximo.

Para complementar la descripción que seguidamente se va a
realizar y con objeto de ayudar a una mejor comprensión de las
10 características del invento, se acompaña a la presente memoria
descriptiva, como parte integrante de la misma, de una hoja única
de planos en la que con carácter ilustrativo y no limitativo y en
su única figura, se ha representado una vista parcial en alzado
frontal de una máquina recreativa realizada de acuerdo con las me-
15 joras objeto de la presente invención.

A la vista de esta figura puede observarse como la máquina
que la invención propone incorpora una serie de tambores 1, porta-
dores cada uno de ellos de una pluralidad de símbolos, como es con-
vencional, capaces de establecer diferentes combinaciones suscepti-
20 bles de premio, estando cada uno de tales tambores 1 asistido por
el correspondiente pulsador 2 para efectuar su supuesta parada, a
la vez que un pulsador 3 establece la puesta en funcionamiento de
dichos tambores 1, tras la introducción de la correspondiente moneda.

25 En la pantalla de la máquina existirán, como es convencional,
una serie de indicadores 4 relativos a las diferentes combinaciones
susceptibles de premio y a los respectivos premios.

A partir de esta estructura conocida, los perfeccionamientos que la invención propone se centran en la existencia además, en la pantalla de la máquina, de otra serie de indicadores 5, materializados en los respectivos valores correspondientes a los diferentes premios obtenibles por el jugador, de manera que se establece una escala progresiva desde el valor mínimo hasta el valor máximo. En el ejemplo representado en la figura, tales valores son de 25-50-75-100-150-200-250-300-350-500, pero obviamente estos valores pueden variar sin limitación alguna.

Cada uno de estos indicadores 5 está asistido por un piloto luminescente y, cuando en los tambores 1 se consigue una combinación premiada, se enciende el piloto correspondiente al indicador 5 del valor obtenido.

Simultáneamente se activa otro indicador 6 que informa al jugador sobre la posibilidad de realizar una primera jugada auxiliar, consistente como anteriormente se ha dicho, en aumentar el valor del premio obtenido en uno o dos escalones, con el riesgo de disminuirlo en la misma proporción.

Esto tan solo será factible, obviamente, cuando el premio obtenido no se corresponda con los valores límite.

Para ello existe un pulsador 7 y un segundo pulsador 8, que permiten llevar a cabo tal jugada auxiliar con menor o con mayor riesgo, es decir, con la posibilidad de variar en uno o en dos escalones. Un indicador 9, con los símbolos de +1 y -1, y +2 y -2, indican al jugador sobre el resultado obtenido tras el accionamiento del pulsador correspondiente, mediante su iluminación, suministrando seguidamente la máquina el premio conseguido de acuerdo con el resultado de la jugada complementaria efectuada.

Esta jugada auxiliar es opcional de manera que, tras la iluminación del indicador 6, y tras un tiempo preestablecido, si el jugador no ha actuado sobre uno de los pulsadores 7-8, la máquina suministra directamente el premio obtenido en la jugada principal.

5 Los resultados de esta jugada auxiliar no son aleatorios, sino que el aumento o la disminución del premio original se encontrará debidamente programado, en orden a que la máquina suministre en todo momento el porcentaje de premios preestablecido, con respecto a su recaudación.

10 La máquina ofrece además una segunda jugada auxiliar, para la cual los propios tambores 1, además de los motivos convencionales a través de los que se consiguen las diferentes combinaciones, incorporan respectivos números 1C. Cuando la combinación obtenida en los tambores 1 no tiene premio directo y también a través del circuito de programación de la máquina, se efectúa el sumatorio de los
15 citados números 1C y tal sumatorio se transforma en un número de "avances" suministrados a una alineación de letras 11 que configuran un determinado vocablo.

20 Cuando a través de los avances obtenidos por el sumatorio de los números 10 se consigue la progresiva y total iluminación de la alineación de letras 11, obviamente con la colaboración de pilotos que asisten a cada una de ellas, se produce la iluminación y puesta en funcionamiento de un tambor auxiliar 12 determinante de un premio, o una posibilidad de premio, también auxiliar 12, puede aparecer un
25 número, como el representado en la figura y referenciado con 13, lo que equivale a que el jugador pueda efectuar dos avances sobre uno o más de los tambores 1 de la máquina y a través de los pulsadores 2,

en orden a variar la combinación originalmente obtenida y a intentar convertirla, en una combinación premiada.

5 En dicho tambor 12 puede aparecer un símbolo indicativo de un número de avances no identificado, número que por el contrario, se define en un indicador auxiliar 14 existente en la pantalla de la máquina, donde aparecen valores 15 correspondientes al número de avances obtenido, cuya iluminación se produce a expensas de la programación existente en el circuito de gobierno de la máquina.

10 Existe también la posibilidad de que el tambor auxiliar 12 suministre un premio "misterioso" no identificado en principio y que puede variar entre los valores límites máximo y mínimo, controlado también por la programación de la máquina y variable en función de su estado de recaudación.

15 Dicho tambor 12 puede determinar, en su parada, el accipien- to de los tambores 1 hasta que en éstos se establece una combinación premiada, también correspondiente a cualquier valor de los previstos, pero con la particularidad de que en cualquier caso y al aparecer tal combinación en los tambores, existe la posibilidad de poner en práctica la primera jugada auxiliar e intentar potenciar el premio
20 obtenido en uno o dos escalones, a expensas de correr un riesgo similar en sentido negativo.

Finalmente, la parada del tambor auxiliar 12 puede determinar el suministro del premio máximo.

25 En cualquier caso, se consigue una considerable potenciación del atractivo de la máquina, por cuanto que existe una mayor participación por parte del jugador en el desarrollo del juego.

Descrito el objeto del presente Modelo de Utilidad y sus dis-

tintas partes, se declara que lo que constituye la esencialidad del mismo es lo que se concreta en las siguientes:

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REIVINDICACIONES

1.- MAQUINA RECREATIVA MEJORADA, que siendo del tipo de las que se constituyen mediante una pluralidad de "tambores" portadores de grafismos capaces de establecer múltiples combinaciones, susceptibles de premio, esencialmente se caracteriza porque su pantalla incorpora una pluralidad de indicadores, portadores de grafismos que reflejan escalonadamente los diferentes valores de los premios obtenibles, estableciéndose en la circuiteria de control de la máquina un circuito auxiliar que, a través de correspondientes pulsadores de accionamiento, y ante el registro por parte de dicho circuito de una situación de premio, posibilita la variación hacia más o hacia menos, en uno o dos escalones, en orden a aumentar el valor del premio, a riesgo de que éste pueda disminuir, con la particularidad de que la máquina incorpora un indicador auxiliar informativo de tal posibilidad, así como un segundo indicador auxiliar indicativo del resultado determinado por dicho circuito auxiliar, tras el accionamiento de los correspondientes pulsadores.

2.- MAQUINA RECREATIVA MEJORADA, según reivindicación 1, caracterizada porque los "tambores" incorporan además de los grafismos combinatorios convencionales, grafismos numéricos, relacionados con un circuito sumatorio de aquellos que aparecen en pantalla, tras cada

jugada, habiendose previsto que dicho sumatorio se con-
vierta en un tren de impulsos suministrables a un marca-
dor auxiliar, que se descarga cada jugada, marcador en
el que se establece un nivel de impulsos, alcanzado el
5 cual se envia una señal al circuito general de la máqui-
na, del que se deriva a su vez una nueva posibilidad ope-
rativa para ella, bien suministrando premios directos,
bien suministrando posibilidades de premio complementa-
tario.

10 3.- MAQUINA RECREATIVA MEJORADA, según reivindi-
caciones anteriores, caracterizada porque incorpora un
tambor auxiliar que resulta operativo cuando el sumatorio
de impulsos alcanza el valor prestablecido y citado en
la reivindicación anterior, estableciendo dicho tambor
15 auxiliar en su parada la posibilidad de establecer un
determinado número de giros parciales, correspondiente
a la secuencia de grafismos de los tambores principales,
en estos últimos, a través de sus correspondientes pul-
sadores, indicando además dicho tambor auxiliar el núme-
20 ro de impulsos posibles a través de los propios grafismos
numéricos de los que es portador, o bien mediante la ilu-
minación de un indicador correspondiente a un juego de
pilotos auxiliares.

25 4.- MAQUINA RECREATIVA MEJORADA, según reivindica-
ciones anteriores, caracterizada porque el citado tambor
auxiliar incorpora además un grafismo correspondiente a
un premio directo, comprendido entre los valores máximos

5 y mínimos suministrables por la máquina, así como otro grafismo correspondiente a una situación de dicho tambor auxiliar tal que se produce la conexión del sistema de alimentación de los tambores principales, con el consecuente giro de los mismos, hasta la parada de los mismos en correspondencia con una determinada combinación premiada, también susceptible de variar entre los valores límites y de acuerdo con la programación prevista en el circuito de control de la máquina.

10 5.- MAQUINA RECREATIVA MEJORADA, según queda descrito y reivindicado en la presente memoria, que consta de doce hojas todas ellas escritas a máquina por una sola de sus caras y se representa en los dibujos que se acompañan.

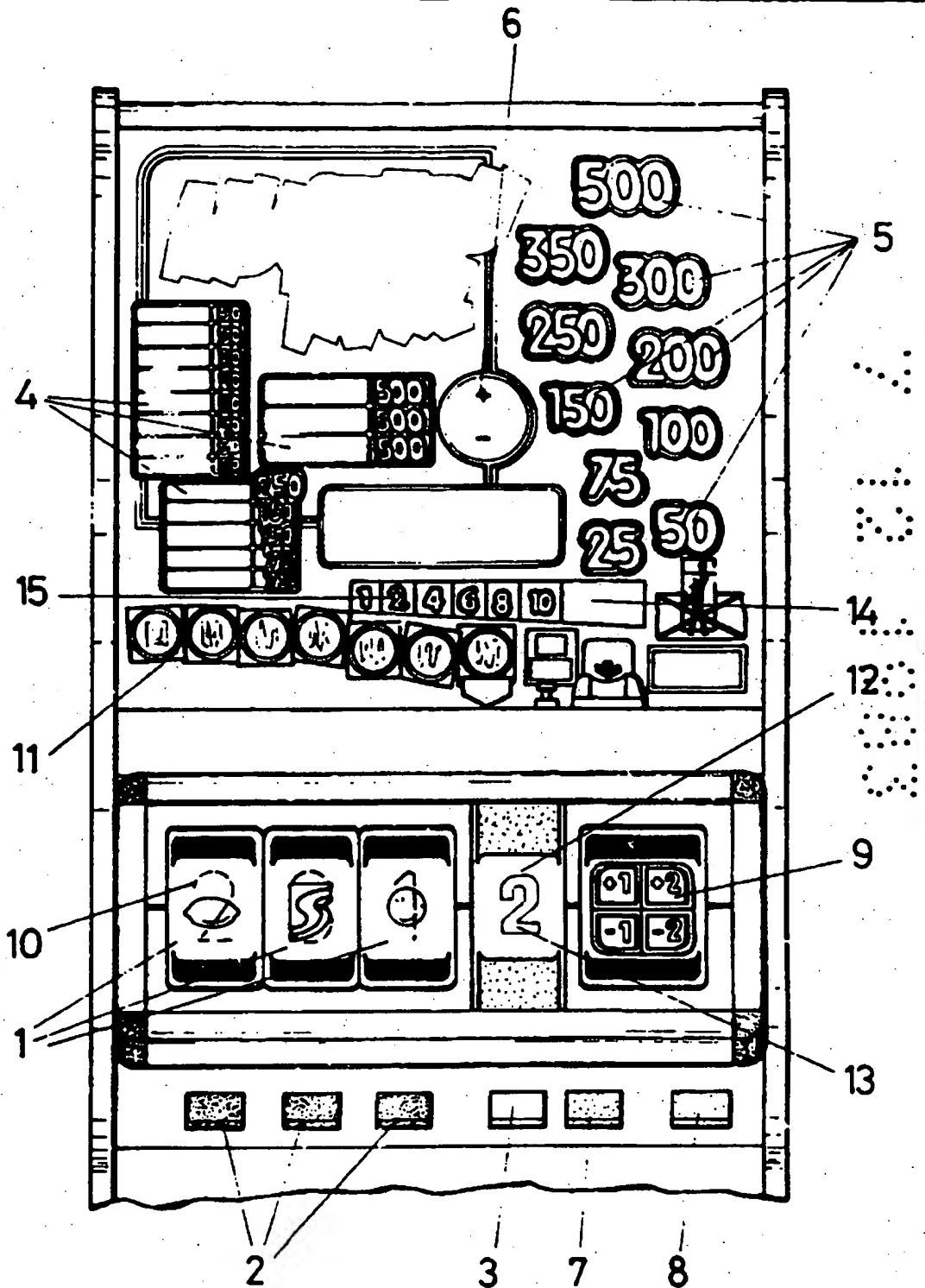
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Madrid, 21 de Junio 1.98

JULIO HERRERO.

P.P.

Tarea Clara



MADRID 1 JUN. 1983

Tacca Leone

ESCALA VARIABLE

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SPAIN

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INTERNATIONAL CLASSIFICATION
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NAME OF THE INVENTION

IMPROVED ENTERTAINMENT MACHINE

PETITIONER

SEGA S.A.

ADDRESS OF PETITIONER

Ctra. de Toledo Km 22,900 PARLA (MADRID)

INVENTOR

Mr. CARLOS VILLA HERNANDEZ, who assigns his rights to the petitioning company.

BENEFICIARY

The Petitioner

REPRESENTATIVE

MR. JULIO HERRERO ANTOLIN

TO BE USED AS FIRST PAGE OF THE NOTE

JUNE 16, 1985

ANCHOR 16099

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Improved gaming machine.

Fig. Only page

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IMPROVEMENTS TO AN ENTERTAINMENT MACHINE.

Consisting of: including in the screen a number of indicators (5) showing graphs which reflect step-by-step the different values of obtainable prizes; including in the machine's control circuitry an auxiliary circuit which, by means of the actuating pushbuttons (7,8) and in the event that it detects a prize situation, enables variation in plus or minus in order to increase the prize value; and including an auxiliary indicator (6) and a second auxiliary indicator (9) to show the result determined by the auxiliary circuit after actuation of pushbuttons (7, 8).

DESCRIPTIVE REPORT

This invention refers, as stated in this descriptive report, to an entertainment machine which has been substantially improved in order to increase its functional characteristics.

The machine proposed by the invention is of the type that include a set of drums or simulated drums, which bear symbols capable of establishing different prize-winning combinations.

As it is well known, when a coin is dropped into one of these machines, the "drums" are set in motion and stopping these determines a combination, preestablished by the machine control program, there being corresponding pushbuttons for stopping the drums—although in reality such pushbuttons have no incidence whatsoever on the final combination.

Improvements proposed by the invention aim towards an "extension" of the game with a higher participation of the player.

In that sense, in addition to the conventional indicators corresponding to the possible prize-winning combinations, the machine includes in its screen another series of indicators corresponding to the different values relative to different prizes, in such a way that when a prize-winning combination is obtained, the indicator corresponding to the value obtained is illuminated. An additional indicator, preferably showing the "+" and "-" symbols or any other type of reference to the complementary play described below, will also be illuminated telling the player that

starting from the prize obtained, he can try to increase it by pressing an auxiliary pushbutton, with the risk of obtaining a lower prize instead.

Obviously, the machine will offer this chance only when the prize obtained is not a limit prize, that is, that it is neither the maximum nor the minimum prize.

Pressing such pushbutton starts up an auxiliary circuit within the machine, so that the initially-obtained prize may go to the immediately higher value or to the immediately lower one, this result being shown by the corresponding indicator and the machine pays the resulting prize.

A second pushbutton enables the performance of this auxiliary play with two steps, in such a way that the initially obtained prize may be transformed into one which is two steps above in the scale of values, with the chance that the prize obtained may go down two steps in said scale.

There also is a timer circuit such that the complementary play situation is maintained over a preset time period. Once this period has elapsed, said play possibility is cancelled and the machine pays the prize obtained originally.

The machine also offers the possibility of a second auxiliary play for which said machine includes in its "drums," in addition to the pictures or graphs which show the combination, respective numbers the sum of which are converted into the number of "advances" to be provided to a row of letters which

form a word such as the word "MYSTERY" or any other. When it is possible to complete said word by means of the number of "advances" obtained, an auxiliary drum is illuminated. This drum should preferably be arranged so that it matches the set of drums through which the different combinations are obtained. This auxiliary drum will show a number indicating the number of unit "advances" which may be made in turn on said main drums by means of the corresponding buttons, so as to change the originally-obtained combination and try to obtain another one which has a direct prize.

This auxiliary drum, besides giving the possibility of direct advances over the main drums, the value of which is shown on the drum, also offers graphs corresponding to advances of numbers not reflected in said drum but are shown in a complementary indicator established in the machine's screen. This number shall preferably be included between one and ten.

Said complementary drum also includes a "mysterious" prize not shown directly on same and which, according to the machine's program, may be transformed into any of the prizes established in same, from the minimum to the maximum prize, which shall be delivered directly.

There also is the possibility that the stopping of this auxiliary drum determines the start-up of the main drums, up to a stopping situation in which these offer any

prize-determining combination, always between the minimum and maximum values, but with the peculiarity that in this case such prizes, in addition to being able to obtain them directly, enable the establishment of the first auxiliary play on plus or minus.

Finally, there is in the auxiliary drum another maximum prize-determining situation.

In order to supplement the following description and for further understanding of the characteristics of the invention, attached to this descriptive report and as part of same, there is a single page with drawings for, but not limited to, informational purposes. Said drawing shows a partial front view of an entertainment machine built with the improvements which are the objects of this invention.

Said drawing shows how the machine proposed by the invention includes a series of drums 1, each one carrying a series of symbols, as usual, capable of establishing prize-winning combinations - each one of these drums 1 being assisted by the corresponding push button 2 for their supposed stopping while push button 3 sets in motion said drums 1 after the corresponding coin has been introduced.

The screen on the machine will show, as usual, a series of indicators 4 relevant to the different prize-winning combinations and the respective prizes.

Starting from this known structure the improvements proposed by the invention are focused on the existence on the machine's of another series of indicators 5 for the respective values corresponding to the different prizes obtainable by the player so that a progressive scale going from the minimum up to the maximum value is established. In the example shown in the drawing, such values are: 25-50-75-100-150-200-250-300-350 and 500, but obviously these values can vary without any limit whatsoever.

Each one of these indicators 5 is assisted by a pilot light and when a prize-winning combination is obtained in drums 1, the pilot light corresponding to indicator 5 to the value obtained turns on.

Simultaneously another indicator 6 is activated, informing the player about the possibility of making a first auxiliary play consisting, as previously stated, of increasing the value of the prize obtained by one or two steps, with the chance of reducing it in the same proportion.

This will obviously be feasible when the prize obtained does not match the limit values.

To that end there are two push buttons 7 and 8, that enable to make such auxiliary play with lower or higher risk, that is, with the possibility of varying in one or two steps. An indicator 9 with the symbols (+1), (-1) and (+2), (-2) indicate the player, by illuminating, the results obtained after pressing the corresponding push button. After this, the machine will deliver the prize obtained according with the results of the complementary play made.

This auxiliary play is optional so that once indicator 6 has turned on and after a preset time, if the player has not actuated one of the push buttons 7-8, the machine will deliver directly the prize won in the main play.

The results of this auxiliary play do not depend on chance. The increase or reduction of the original prize will be duly programmed due to the fact that the machine provides at all times the pre-established percentage of prizes with respect to amount collected.

The machine also offers a second auxiliary play for which drums 1, in addition to the conventional symbols through which the different combinations are obtained also include respective numbers 10. When the combination obtained in drums 1 does not have a direct prize, also through the machine's programming circuit, the said numbers 10 are added and such result is transformed into a number of "advances" supplied to a row of letters 11 which conform a certain word.

When as a result of the advances obtained by adding the numbers 10, the progressive and full illumination of the row of letters 11 is obtained, obviously with the collaboration of the pilot's assisting each one of them, and this results in the illumination and start up of an auxiliary drum 12 determining a prize or a prize possibility, also auxiliary 12, a number such as the one shown in the drawing as reference 13 may appear, which implies that the player may make two advances on one or more of the drums 1 of the machine and through push buttons 2 in order to change the originally

obtained combination and try to converted into a prize-winning combination.

Said drum 12 may show a symbol indicating an unidentified number of advances, number which on the other hand is defined in an auxiliary indicator 14 in the machine's screen where values 15 are shown corresponding to the number of advances obtained. The illumination of these indicators is produced by the existing machine's control circuit program.

There is also the possibility that auxiliary drum 12 delivers an unidentified, in principle, "mysterious" prize which can vary between the maximum and minimum limit values. This is also controlled by the machine's program and varies as a function of the collection.

Said drum 12 can determine, when it stops, the actuation of drums 1 until a prize-winning combination is established, also corresponding to any of the foreseen values but with the particularity that in any case when such combination appears in the drum there exists the chance of playing the first auxiliary play and try to increase in one or two steps the prize obtained, running a similar risk of reducing the prize in the same extent.

Finally the stopping of auxiliary drum 12 can determine delivery of the maximum prize.

In any case, a considerable enhancement of the machine's attractive is obtained because the player has more participation in the development of the game. Having described the object of this utility model and its different parts, it is

hereby stated that what constitutes the essence is formalized in the following:

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CLAIMS

1.- IMPROVED ENTERTAINMENT MACHINE, which is made up of a series of "drums" bearing symbols capable of establishing multiple prize-winning combinations, essentially characterized in that its screen includes a series of indicators bearing graphs which reflect step by step the different values of the obtainable prizes. An auxiliary circuit is established in the machine's control circuit which, by means of the corresponding push buttons and when said circuits detects a prize situation, permits the variation in one or two steps, up or down, in order to increase the prize value with the chance that this may be reduced. The machine has the particularity of including an auxiliary indicator showing such possibility as well as a second auxiliary indicator showing the result determined by said auxiliary circuit after actuating the corresponding push button(s).

2.- IMPROVED ENTERTAINMENT MACHINE, according to claim one, characterized in that the "drums" include in addition to conventional combination graphs, numerical graphs related with an adding circuit which add up the numbers appearing on the screen after each

play. It has been foreseen that said addition is converted into a pulse train fed to an auxiliary indicator which is unloaded after each play and in which a level of pulses received is established. Once this level is reached, a signal is sent to the general circuit of the machine which in turn results in a new operational possibility either delivering direct prizes or giving the possibility of complementary prizes.

3.- IMPROVED ENTERTAINMENT MACHINE, according to the previous claims, characterized in that it includes an auxiliary drum which becomes operative when the supplied pulses reach said preset value. When said auxiliary drum stops, it provides the possibility of establishing a certain number of partial turns, corresponding to the sequence of graphs on main drums, through the corresponding push buttons. Said auxiliary drum also indicates the number of possible pulses through the numerical graphs that it has, or by means of the illumination of an indicator corresponding to a set of auxiliary pilots.

4.- IMPROVED ENTERTAINMENT MACHINE, according to the previous claims, characterized in that said auxiliary drum also includes a graph corresponding to a direct prize, comprised between the maximum and

minimum values deliverable by the machine, as well as another graph corresponding to a situation of said auxiliary drum in which the main drums supply system is connected with the resulting operational of same until these stop in a position corresponding to a certain prize-winning combination which can also vary between the limit value and according to the machine control circuit program.

5.- IMPROVED ENTERTAINMENT MACHINE, as has been described and claimed in this descriptive report, which is made up by twelve pages all of which are typed on one face only and is represented in the attached drawings.

Madrid, June 21, 198[illegible]

JULIO HERRERO.

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NAME OF THE INVENTION

IMPROVED ENTERTAINMENT MACHINE

PETITIONER

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TO BE USED AS FIRST PAGE OF THE NOTE

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Improved gaming machine.

Fig. Only page

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IMPROVEMENTS TO AN ENTERTAINMENT MACHINE.

Consisting of: including in the screen a number of indicators (5) showing graphs which reflect step-by-step the different values of obtainable prizes; including in the machine's control circuitry an auxiliary circuit which, by means of the actuating pushbuttons (7,8) and in the event that it detects a prize situation, enables variation in plus or minus in order to increase the prize value; and including an auxiliary indicator (6) and a second auxiliary indicator (9) to show the result determined by the auxiliary circuit after actuation of pushbuttons (7, 8).

DESCRIPTIVE REPORT

This invention refers, as stated in this descriptive report, to an entertainment machine which has been substantially improved in order to increase its functional characteristics.

The machine proposed by the invention is of the type that include a set of drums or simulated drums, which bear symbols capable of establishing different prize-winning combinations.

As it is well known, when a coin is dropped into one of these machines, the "drums" are set in motion and stopping these determines a combination, preestablished by the machine control program, there being corresponding pushbuttons for stopping the drums—although in reality such pushbuttons have no incidence whatsoever on the final combination.

Improvements proposed by the invention aim towards an "extension" of the game with a higher participation of the player.

In that sense, in addition to the conventional indicators corresponding to the possible prize-winning combinations, the machine includes in its screen another series of indicators corresponding to the different values relative to different prizes, in such a way that when a prize-winning combination is obtained, the indicator corresponding to the value obtained is illuminated. An additional indicator, preferably showing the "+" and "-" symbols or any other type of reference to the complementary play described below, will also be illuminated telling the player that

starting from the prize obtained, he can try to increase it by pressing an auxiliary pushbutton, with the risk of obtaining a lower prize instead.

Obviously, the machine will offer this chance only when the prize obtained is not a limit prize, that is, that it is neither the maximum nor the minimum prize.

Pressing such pushbutton starts up an auxiliary circuit within the machine, so that the initially-obtained prize may go to the immediately higher value or to the immediately lower one, this result being shown by the corresponding indicator and the machine pays the resulting prize.

A second pushbutton enables the performance of this auxiliary play with two steps, in such a way that the initially obtained prize may be transformed into one which is two steps above in the scale of values, with the chance that the prize obtained may go down two steps in said scale.

There also is a timer circuit such that the complementary play situation is maintained over a preset time period. Once this period has elapsed, said play possibility is cancelled and the machine pays the prize obtained originally.

The machine also offers the possibility of a second auxiliary play for which said machine includes in its "drums," in addition to the pictures or graphs which show the combination, respective numbers the sum of which are converted into the number of "advances" to be provided to a row of letters which

form a word such as the word "MYSTERY" or any other. When it is possible to complete said word by means of the number of "advances" obtained, an auxiliary drum is illuminated. This drum should preferably be arranged so that it matches the set of drums through which the different combinations are obtained. This auxiliary drum will show a number indicating the number of unit "advances" which may be made in turn on said main drums by means of the corresponding buttons, so as to change the originally-obtained combination and try to obtain another one which has a direct prize.

This auxiliary drum, besides giving the possibility of direct advances over the main drums, the value of which is shown on the drum, also offers graphs corresponding to advances of numbers not reflected in said drum but are shown in a complementary indicator established in the machine's screen. This number shall preferably be included between one and ten.

Said complementary drum also includes a "mysterious" prize not shown directly on same and which, according to the machine's program, may be transformed into any of the prizes established in same, from the minimum to the maximum prize, which shall be delivered directly.

There also is the possibility that the stopping of this auxiliary drum determines the start-up of the main drums, up to a stopping situation in which these offer any

prize-determining combination, always between the minimum and maximum values, but with the peculiarity that in this case such prizes, in addition to being able to obtain them directly, enable the establishment of the first auxiliary play on plus or minus.

Finally, there is in the auxiliary drum another maximum prize-determining situation.

In order to supplement the following description and for further understanding of the characteristics of the invention, attached to this descriptive report and as part of same, there is a single page with drawings for, but not limited to, informational purposes. Said drawing shows a partial front view of an entertainment machine built with the improvements which are the objects of this invention.

Said drawing shows how the machine proposed by the invention includes a series of drums 1, each one carrying a series of symbols, as usual, capable of establishing prize-winning combinations - each one of these drums 1 being assisted by the corresponding push button 2 for their supposed stopping while push button 3 sets in motion said drums 1 after the corresponding coin has been introduced.

The screen on the machine will show, as usual, a series of indicators 4 relevant to the different prize-winning combinations and the respective prizes.

Starting from this known structure the improvements proposed by the invention are focused on the existence on the machine's of another series of indicators 5 for the respective values corresponding to the different prizes obtainable by the player so that a progressive scale going from the minimum up to the maximum value is established. In the example shown in the drawing, such values are: 25-50-75-100-150-200-250-300-350 and 500, but obviously these values can vary without any limit whatsoever.

Each one of these indicators 5 is assisted by a pilot light and when a prize-winning combination is obtained in drums 1, the pilot light corresponding to indicator 5 to the value obtained turns on.

Simultaneously another indicator 6 is activated, informing the player about the possibility of making a first auxiliary play consisting, as previously stated, of increasing the value of the prize obtained by one or two steps, with the chance of reducing it in the same proportion.

This will obviously be feasible when the prize obtained does not match the limit values.

To that end there are two push buttons 7 and 8, that enable to make such auxiliary play with lower or higher risk, that is, with the possibility of varying in one or two steps. An indicator 9 with the symbols (+1), (-1) and (+2), (-2) indicate the player, by illuminating, the results obtained after pressing the corresponding push button. After this, the machine will deliver the prize obtained according with the results of the complementary play made.

This auxiliary play is optional so that once indicator 6 has turned on and after a preset time, if the player has not actuated one of the push buttons 7-8, the machine will deliver directly the prize won in the main play.

The results of this auxiliary play do not depend on chance. The increase or reduction of the original prize will be duly programmed due to the fact that the machine provides at all times the pre-established percentage of prizes with respect to amount collected.

The machine also offers a second auxiliary play for which drums 1, in addition to the conventional symbols through which the different combinations are obtained also include respective numbers 10. When the combination obtained in drums 1 does not have a direct prize, also through the machine's programming circuit, the said numbers 10 are added and such result is transformed into a number of "advances" supplied to a row of letters 11 which conform a certain word.

When as a result of the advances obtained by adding the numbers 10, the progressive and full illumination of the row of letters 11 is obtained, obviously with the collaboration of the pilot's assisting each one of them, and this results in the illumination and start up of an auxiliary drum 12 determining a prize or a prize possibility, also auxiliary 12, a number such as the one shown in the drawing as reference 13 may appear, which implies that the player may make two advances on one or more of the drums 1 of the machine and through push buttons 2 in order to change the originally

obtained combination and try to converted into a prize-winning combination.

Said drum 12 may show a symbol indicating an unidentified number of advances, number which on the other hand is defined in an auxiliary indicator 14 in the machine's screen where values 15 are shown corresponding to the number of advances obtained. The illumination of these indicators is produced by the existing machine's control circuit program.

There is also the possibility that auxiliary drum 12 delivers an unidentified, in principle, "mysterious" prize which can vary between the maximum and minimum limit values. This is also controlled by the machine's program and varies as a function of the collection.

Said drum 12 can determine, when it stops, the actuation of drums 1 until a prize-winning combination is established, also corresponding to any of the foreseen values but with the particularity that in any case when such combination appears in the drum there exists the chance of playing the first auxiliary play and try to increase in one or two steps the prize obtained, running a similar risk of reducing the prize in the same extent.

Finally the stopping of auxiliary drum 12 can determine delivery of the maximum prize.

In any case, a considerable enhancement of the machine's attractive is obtained because the player has more participation in the development of the game. Having described the object of this utility model and its different parts, it is

hereby stated that what constitutes the essence is formalized in the following:

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CLAIMS

1.- IMPROVED ENTERTAINMENT MACHINE, which is made up of a series of "drums" bearing symbols capable of establishing multiple prize-winning combinations, essentially characterized in that its screen includes a series of indicators bearing graphs which reflect step by step the different values of the obtainable prizes. An auxiliary circuit is established in the machine's control circuit which, by means of the corresponding push buttons and when said circuits detects a prize situation, permits the variation in one or two steps, up or down, in order to increase the prize value with the chance that this may be reduced. The machine has the particularity of including an auxiliary indicator showing such possibility as well as a second auxiliary indicator showing the result determined by said auxiliary circuit after actuating the corresponding push button(s).

2.- IMPROVED ENTERTAINMENT MACHINE, according to claim one, characterized in that the "drums" include in addition to conventional combination graphs, numerical graphs related with an adding circuit which add up the numbers appearing on the screen after each

play. It has been foreseen that said addition is converted into a pulse train fed to an auxiliary indicator which is unloaded after each play and in which a level of pulses received is established. Once this level is reached, a signal is sent to the general circuit of the machine which in turn results in a new operational possibility either delivering direct prizes or giving the possibility of complementary prizes.

3.- IMPROVED ENTERTAINMENT MACHINE, according to the previous claims, characterized in that its includes an auxiliary drum which becomes operative when the supplied pulses reach said preset value. When said auxiliary drum stops, it provides the possibility of establishing a certain number of partial turns, corresponding to the sequence of graphs on main drums, through the corresponding push buttons. Said auxiliary drum also indicates the number of possible pulses through the numerical graphs that it has, or by means of the illumination of an indicator corresponding to a set of auxiliary pilots.

4.- IMPROVED ENTERTAINMENT MACHINE, according to the previous claims, characterized in that said auxiliary drum also includes a graph corresponding to a direct prize, comprised between the maximum and

minimum values deliverable by the machine, as well as another graph corresponding to a situation of said auxiliary drum in which the main drums supply system is connected with the resulting operational of same until these stop in a position corresponding to a certain prize-winning combination which can also vary between the limit value and according to the machine control circuit program.

5.- IMPROVED ENTERTAINMENT MACHINE, as has been described and claimed in this descriptive report, which is made up by twelve pages all of which are typed on one face only and is represented in the attached drawings.

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